ARMORED CORE™

CRAVE ENTERTAINMEN

Ubi Soft ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50079

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 70KB minimum • i.LINK compatible • Analog Control Compatible: analog sticks only • Vibration Function Compatible • USB Mouse Compatible

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Earth Year 223:

Zio Matrix, the Earth's largest corporation, obtained detailed plans relating to the Mars Research Project that was conducted prior to the Great Destruction. Included in the plans was information pertaining to the Mars Terraforming Project, which was carried out using unmanned robots with built-in AI circuitry. Immediately Zio Matrix dispatched a large-scale research team to the Red Planet and discovered processes for the terraforming of Mars. Soon afterwards, numerous Earth-based corporations expanded their reach to Mars. This resulted in the relocation of 30 to 40 percent of the Earth's population to the neighbouring planet over the course of the next 20 years.

Thus the environment of corporate competition was brought to Mars, and the prolonged corporate wars were escalated to new heights. Now mankind is again making history in a newfound land. This has also marked the arrival of a new era for the warriors who call themselves Ravens.

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Thank you for purchasing ARMORED CORE 2, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

*** DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.**

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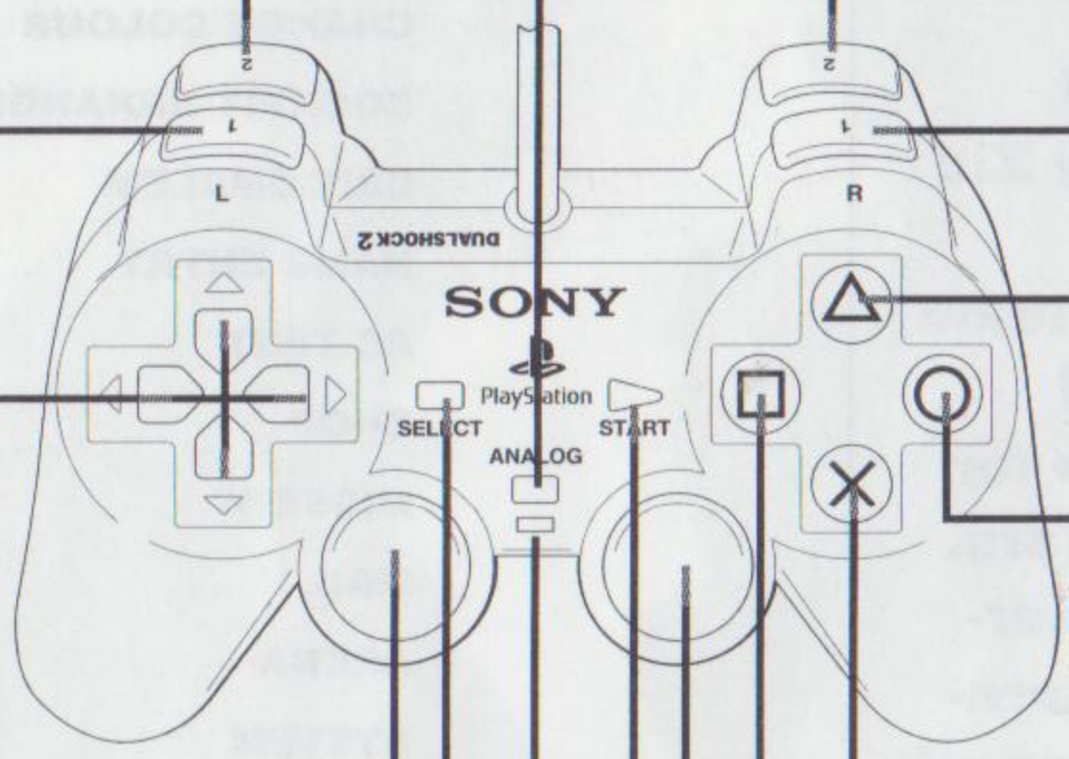
1. GAME SCREENS & OPERATING INSTRUCTIONS

It is advised that you do not insert or remove accessories once the power is on.
Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. This game requires at least 70KB free space to save game progress.

GAME SCREENS

Analog controller (DUALSHOCK®2) Configuration

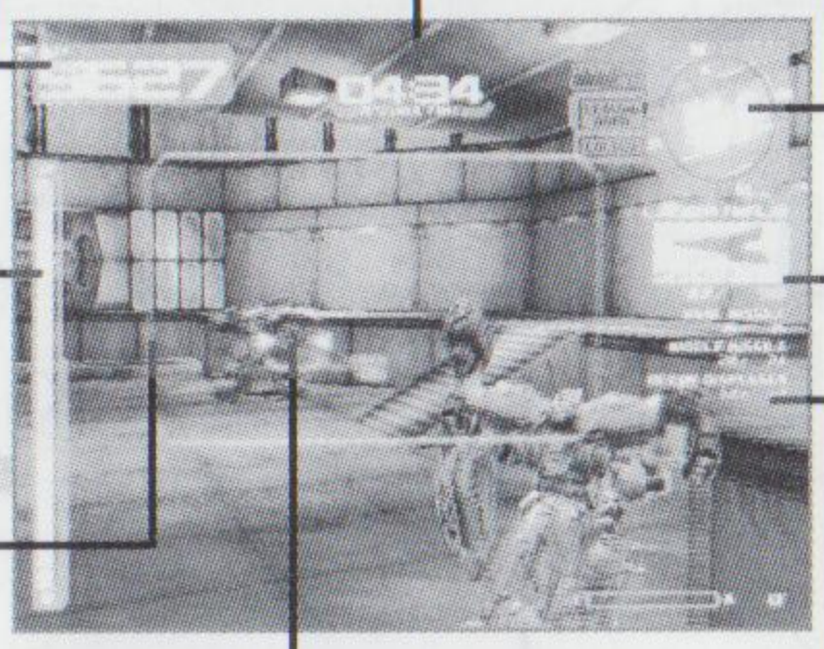


- This game supports the Analog Buttons and Vibration functions of the analog controller (DUALSHOCK®2) and the L3/R3 buttons. The L3/R3 buttons can only be used in analog mode (mode indicator: RED), but the vibration function can be toggled ON/OFF via the OPTION settings in the SYSTEM menu.

- Pressing the L2 and R2 buttons simultaneously during a game resets your AC's perspective to its default (looking straight ahead).

- Default button controls/assignments can be changed by accessing BUTTON ASSIGN via the OPTION settings in the SYSTEM menu.

MAIN GAME SCREEN



ARMOR POINT (AP)

This is your AC's Armor Point (AP) value. If this number reads "0", your mission has failed and you are returned to the main menu screen.

ENERGY GAUGE

This gauge measures the current energy available for using boosters and energy weapons. The gauge will decrease each time the boosters or an energy weapon are used.

SIGHT LOCK

Indicates that your AC is locked onto its target. Depending on the weapon, the number of lock-ons may be displayed.

LOCK-ON SIGHT

Indicates that your AC is locked onto its target. Depending on the weapon, the number of lock-ons may be displayed.

COMPASS

Displays your AC's current orientation

LEAVING AREA MESSAGE

Informs you that your AC is on the verge of leaving the area of operations. The boundaries of this area vary from mission to mission. Leaving the area of operations results in a mission failure.

MISSION TIMER

Displays the time remaining for certain missions.

RADAR

The radar allows you to identify the area of operations and detect opponents within it. Opponents are represented by triangles, and their colour changes relative to your AC's altitude.

Lower Elevation	Same Elevation	Higher Elevation
Yellow ◄••	Blue	••► Red

WEAPONS

The weapon that is currently selected/in use is displayed in green. Weapons in your possession are displayed in yellow. Weapons that have run out of ammunition or cannot be used are displayed in red.

MESSAGE AREA

Various messages are displayed in this area (see the message list below).

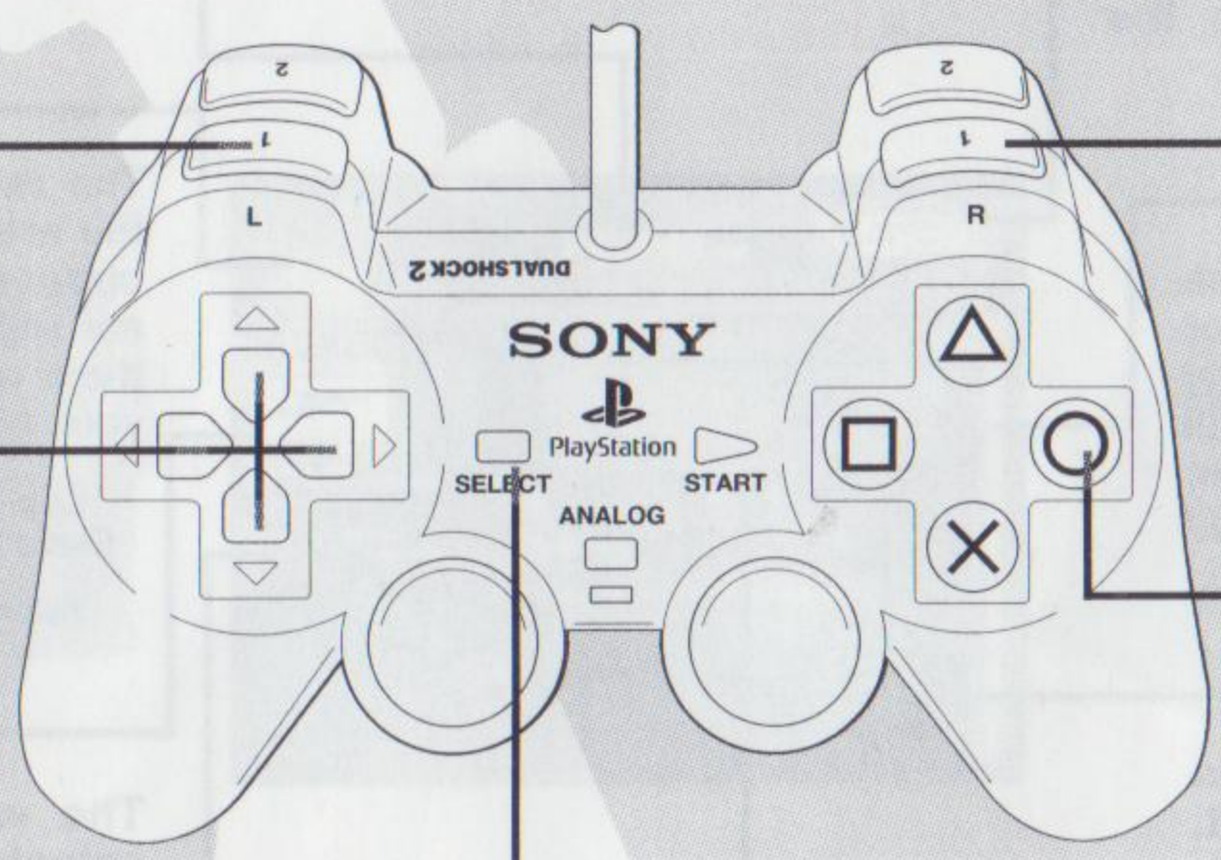
MESSAGE LIST

HIT	Informs you that your AC has hit the enemy.
DAMAGE	Informs you that an enemy attack has damaged your AC.
CHARGING	Informs you that your AC has exhausted all available energy. Neither boosters nor energy weapons can be used until the gauge is completely recharged.
DESTROY	Informs you that an opponent has been destroyed.
GUARD	Informs you when an opponent deflects your AC's attack by using their shield.

MAP SCREEN

Press the SELECT button during the game to display the map.

Analog controller (DUALSHOCK®2)



The map can be rotated freely to verify the location of your AC and important geography.

The map display method will differ according to the type of head part equipped.

MENU SCREEN

Analog controller (DUALSHOCK®2)

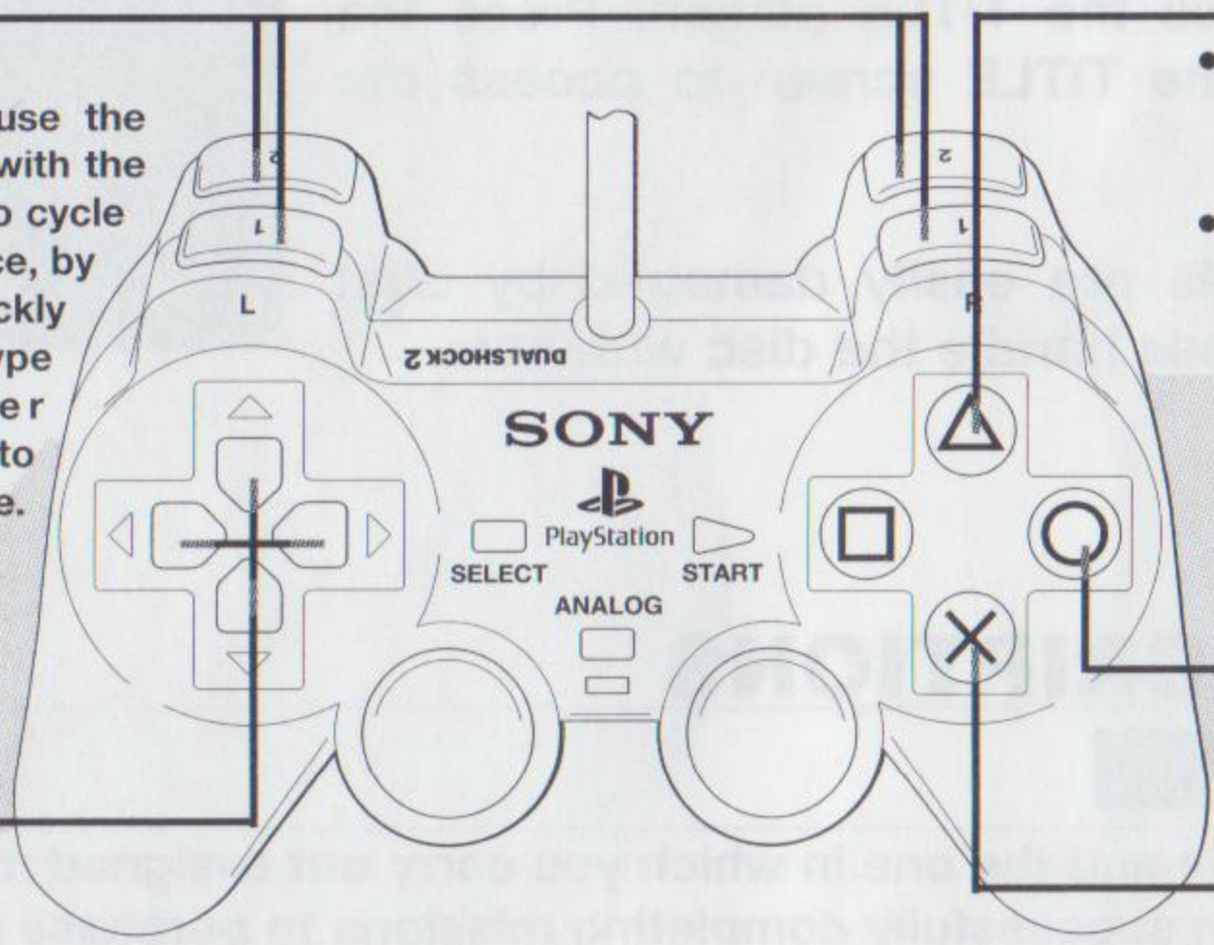
L1/R1 buttons

•ASSEMBLY

When assembling your AC, use the L1/R1 buttons in conjunction with the ⬅ ➡ directional buttons to cycle parts by their type. For instance, by using this method you can quickly move from one leg type (humanoid) to another (caterpillar), without having to cycle through parts one-by-one.

Directional buttons

Make selections



△ button

• ASSEMBLY, SHOP

Display part details

• CHANGE COLOUR

Change colouring location

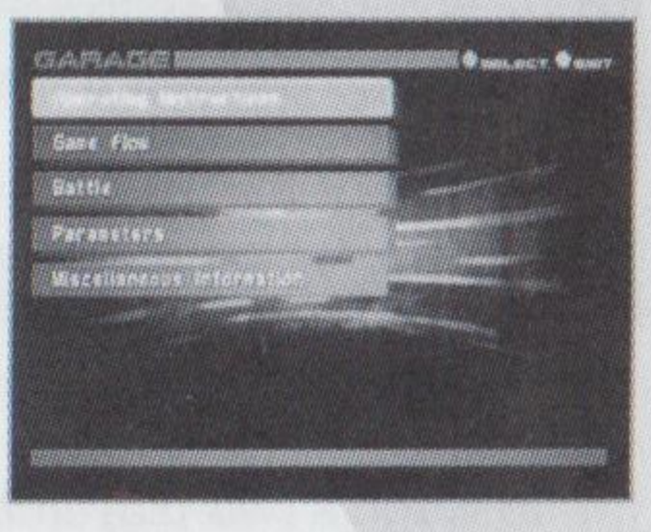
○ button

Cancel selection

✕ button

Confirm selection

View game descriptions/hints via the HELP menu found in the GARAGE.

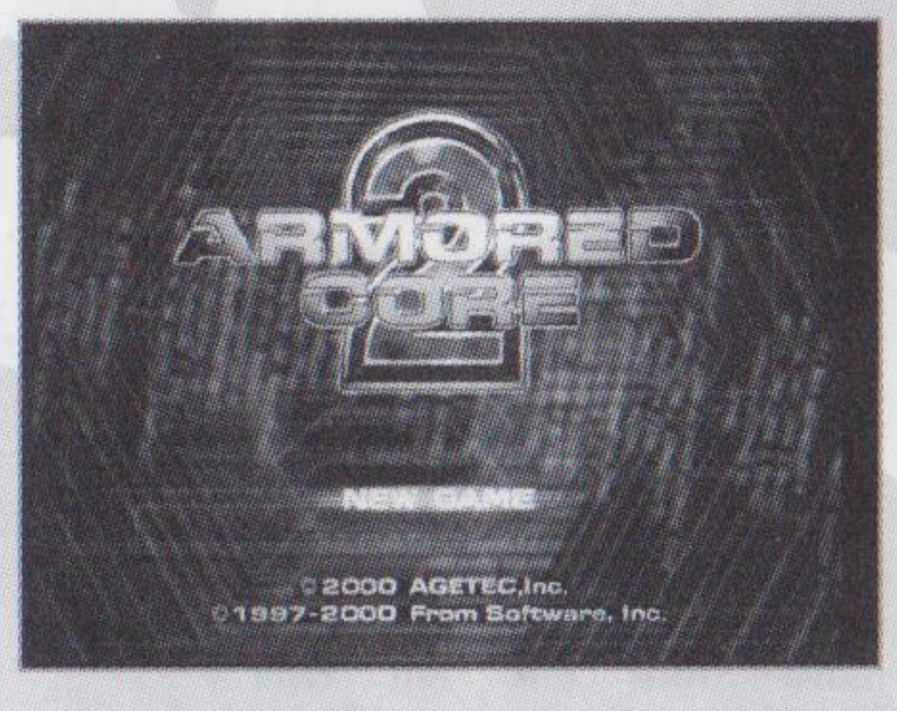


II. PLAYING THE GAME

STARTUP PROCEDURES

Turn on the MAIN POWER switch at the rear of the PlayStation®2 computer entertainment system, insert the game disc and press the RESET button. Press either the START or ⊗ button during or after the demo to access the TITLE screen. Press the START button at the TITLE screen to access the MODE menu.

Caution: DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.



MODE DESCRIPTIONS

NEW GAME

This is the main mode and the one in which you carry out assigned missions. Use the credits you earn from successfully completing missions to purchase parts and weapons.

LOAD GAME

Load saved game data.

SPLIT SCREEN VS (Pg. 30)

Compete against a friend in head-to-head, split-screen battles.

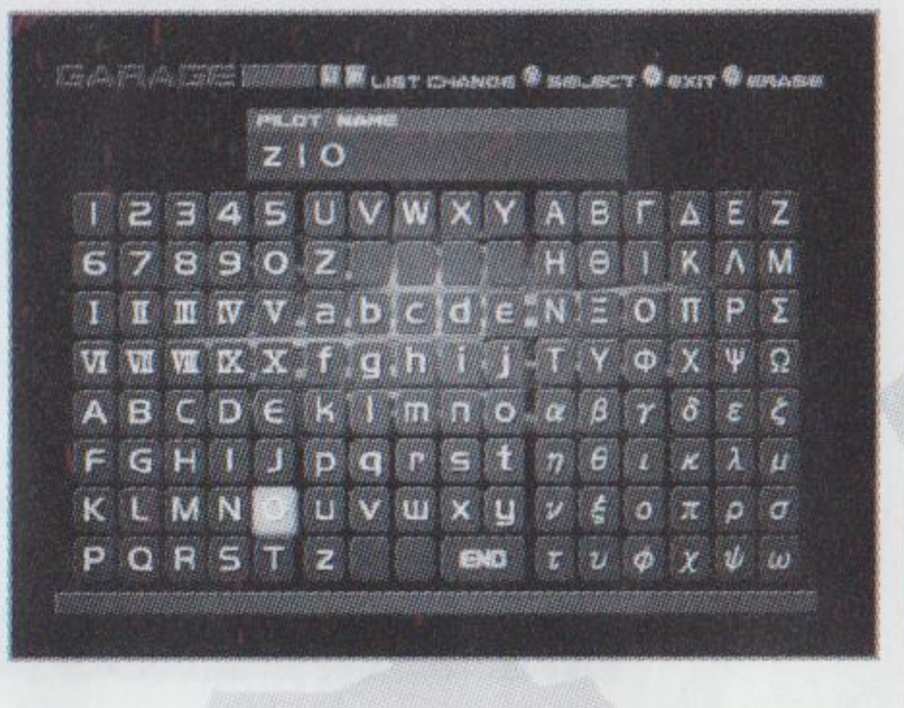
LINKED VS (Pg. 31)

Head-to-head battle mode requiring an i.Link cable.

To wage a two-player linked battle you will need the following:
two PlayStation®2 computer entertainment system, two monitors or TVs, two ARMORED CORE 2 discs, and one i.Link cable (sold separately).
Connect the i.Link cable to the i. S400 i.Link connector on the front of each of the PlayStation®2 computer entertainment system prior to turning the power ON. Insert one ARMORED CORE 2 disc in each of the PlayStation®2 computer entertainment system. If the i.Link cable becomes disconnected, be sure to reconnect it only after returning to the title screen.

GAME FLOW

If NEW GAME is selected, you will be taken to a menu where the difficulty level of the game can be set and the vibration function can be turned ON/OFF. After making any desired changes to these two settings, press the ⊗ button to access the name entry screen.



Your AC can be enhanced by purchasing parts using credits obtained through successful mission completions, or by defeating opponents in the Arena. The story progresses as missions are completed and Arena opponents are defeated.

GARAGE

Assemble your AC here prior to accepting a mission or entering the Arena. Colour changes and other modifications are also performed here.

MISSION

Verify mission request contents and begin a mission.

SUCCESS/FAILURE

An Income/Expense report is displayed after the end of each mission. This report is displayed regardless of mission success or failure.

SHOP

Parts and weapons can be purchased here with credits.

III. MAIN MENU (NERVES CONCORD)

The Nerves Concord consists of the following six menus. Make menu selections using the directional buttons and confirm your selection by pressing the ⊗ button.

SYSTEM Pg. 28

Make changes to the game settings and SAVE or LOAD game data. You can return to the TITLE screen from here.

MISSION Pg. 24

Missions are accepted here. After selecting OK the mission will begin.

SHOP Pg. 23

Parts/weapons are bought and sold here.

GARAGE Pg. 11

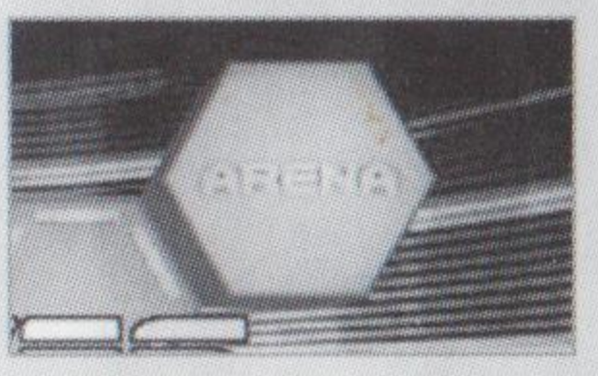
AC assembly and colour changes are performed here.

MAIL Pg. 27

Mail that has been sent to you can be read here.

ARENA Pg. 27

Battles against other Ravens take place here. You will be awarded with credits or new parts if victorious.



GARAGE

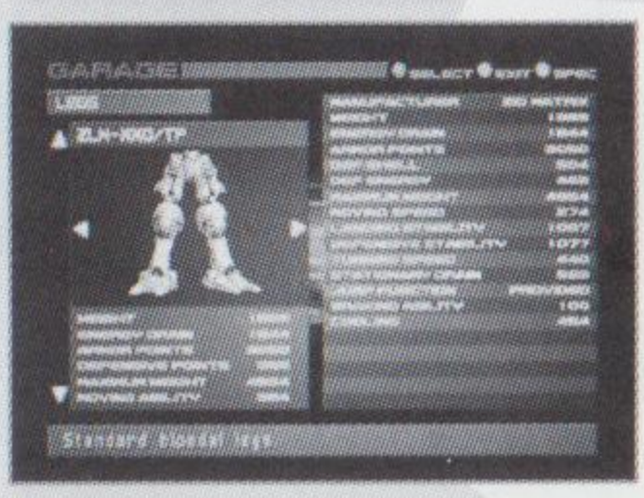
AC assembly and colour changes are performed here.

AC CHANGE

Register up to three separate AC creations. Press the L1/R1 buttons to cycle between AC creations.

ASSEMBLY

Create an original AC by combining parts and weapons. Use the ↑↓ directional buttons to select different part categories (e.g. Heads, Cores). Once a part category is selected, use the ← → directional buttons to cycle through the different parts available within that category. Press the ⊗ button to confirm selections. When the assembly is complete, press the ◎ button to return to the GARAGE menu.



Press the △ button to display part/weapon details (ex. cost, weight, energy consumption, offensive and defensive strength).

During AC assembly, make sure that the values on the left hand side are not displayed in red. If they are, you will not be able to participate in either the missions or the Arena. Be careful not to exceed the values shown on the right hand side.

STATUS DISPLAY

[EP OUTPUT] Indicates generator output.

[AP] Indicates your AC's ARMOR POINTS.

[WEIGHT] Indicates your AC's total weight.

[CORE WP] Indicates the core's load capacity.

[LEGS WP] Indicates the leg parts load capacity.

WARNING MESSAGES

[Equipment Incomplete]
The AC is not equipped with one or more of the following minimum required parts: Head, Legs, Arms, Generator, Booster, FCS, Radiator.

[Overweight]
The total weight of the equipped parts exceeds the leg parts maximum load capacity. Change the leg part or equip lighter parts.

[Arms Overweight]
The total weight of the arms exceeds the core's maximum load capacity. Change the core or equip lighter parts.

[Not Enough Energy]
The energy consumption of the equipped parts exceeds the generator's output. Change the generator or equip parts that consume less power.

PART DESCRIPTIONS

An AC consists of approximately 13 different parts.

CORE

The core serves as the foundation of your AC. The generator, FCS, inside parts and radiator are all installed on the core. The core can also be equipped with missile interception functions.

HEAD

The head is the housing for special functions such as biosensors and radars. The information provided by the head's computer will vary according to the type of head part that is equipped.

ARMS

There are two types of arm parts: standard arms that can be equipped with weapons such as guns and laser blades, and arms that are weapons in, and of, themselves.

LEGS

There are five types of leg parts: humanoid, reverse-jointed, four-legged, caterpillar and floating. These parts determine whether your AC will be heavily armed and slow, or light and agile.

GENERATOR

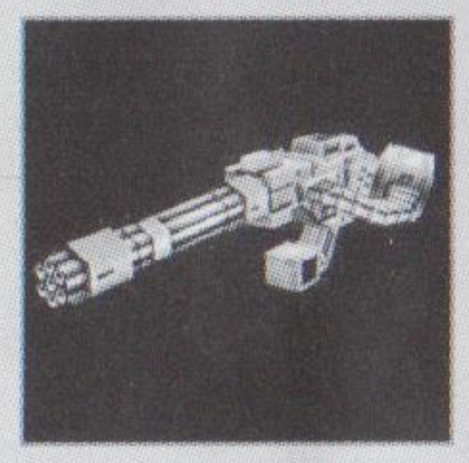
This affects the energy gauge and assembly of parts on the AC.

BOOSTER

This affects the AC's dash speed and aerial movement. Higher output yields greater speed performance.

BACK WEAPONS

Includes heavy artillery (missiles, rockets, etc.) as well as auxiliary equipment (radar).



RIGHT ARM WEAPONS

These include rifles capable of inflicting great damage with each firing, and machine guns, which are generally less formidable, but can be fired rapidly and continuously.

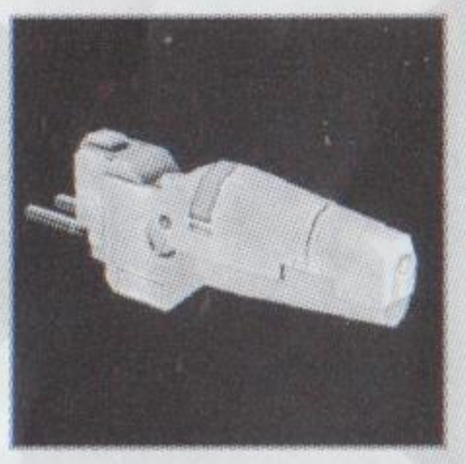
LEFT ARM WEAPONS

The left arm can be equipped with either a laser blade or energy shield. The energy gauge is depleted when either of these is activated.

FCS

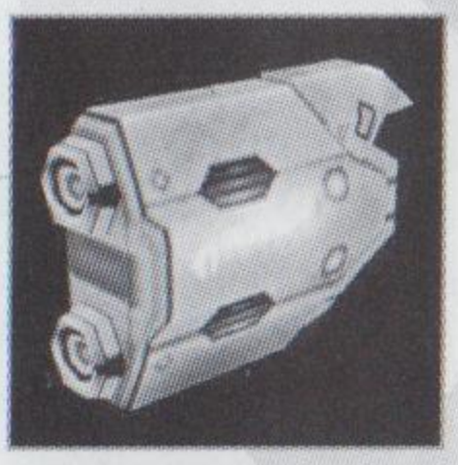
These affect a weapon's range of sight and lock-on distance. They also improve missile lock-on performance.

INSIDE



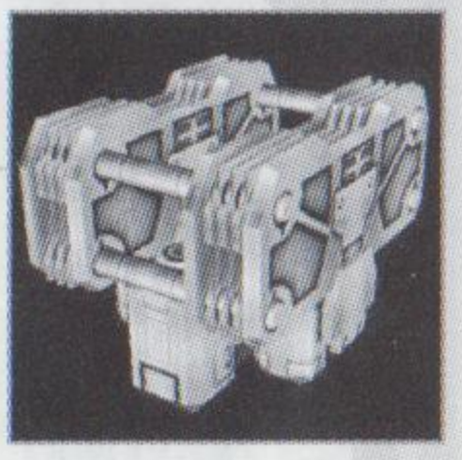
Auxiliary weapons that are installed within the core itself. These include decoys designed to confuse enemy missile systems.

EXTENSION



Provide added variety to movement and attacks through the use of parts such as interceptor missiles and specialised boosters.

RADIATOR



Reduces the AC's temperature, which increases during the course of battle.

STATUS LIST

The specifics of each status listed here will vary from part to part.

STATUS COMMON TO ALL PARTS

NAME	Part's name
MANUFACTURER	Part's manufacturer
WEIGHT	Part's weight
ENERGY DRAIN	Part's energy consumption

STATUS COMMON TO ALL EXTERNAL PARTS (HEADS, CORES, ARMS, LEGS)

ARMOR POINTS	Part endurance value. The higher this value, the higher your AC's AP will be when starting a mission.
DEF SHELL	Defense VS shell attacks. The higher this value, the lower the shell attack damage sustained by your AC will be.
DEF ENERGY	Defense VS energy attacks. The higher this value is, the lower the energy-attack damage sustained by your AC will be.
COOLING	Part's cooling performance.

STATUS COMMON TO ALL WEAPON PARTS (WEAPON ARMS, SHOULDER WEAPONS, ARM WEAPONS)

TYPE	Part's type.
WEAPON LOCK	Indicates the type of sight a weapon has.
ATTACK POWER	The attack power of a single round of ammunition.
NUMBER OF AMMO	Amount of ammunition per weapon. Some weapons can fire multiple rounds at once. Indicates the number of times energy- based weapons can be fired.
AMMO TYPE	Type of ammunition (SOLID: shell-based, ENERGY: energy-based).
AMMO PRICE	Price of one round of ammunition. No outlay is required to arm energy weapons.
AMMO HEAT	Calorific value upon detonation.
RANGE	Weapon's range.
MAXIMUM LOCK	Maximum number of possible lock-ons. Missiles can achieve multiple lock-ons.
RELOAD TIME	The waiting period until the next shot can be fired. The lower the number, the faster the weapon can be re-fired.
RECOIL	Recoil force when firing the weapon.
USED DRAIN	Energy consumption when firing an energy-based weapon.

STATUS COMMON TO ENERGY SHIELDS

SHIELD DEF SHELL	Shield's defense against shell attacks.
SHIELD DEF ENERGY	Shield's defense against energy attacks.
SHIELD COVERAGE	Shield's area of coverage.
SHIELD EFFICIENCY	Part's energy consumption.

STATUS COMMON TO RADIATORS

COOLING	Radiator's cooling performance under normal conditions.
FORCED COOLING	Radiator's cooling performance under emergency conditions.

STATUS COMMON TO HEAD PARTS

COMPUTER TYPE	Type of computer. The content of status updates during missions will change, depending on the computer type. There are three types: ROUGH (old type), STANDARD (standard type) and DETAILED (advanced type).
COMPUTER VOICE	Gender of computer voice: MALE or FEMALE
SYSTEM RECOVERY	Speed of system error recovery.
AUTO BALANCER	AC's stability control.
HACKING FUNCTION	Hacking capacity. Some doors cannot be opened unless this is at a certain level.
MAP TYPE	Type of map display. There are three types: NO MEMORY (displays only the perimeter); AREA & PLACE NAME (mapping functions and an information display); and AREA MEMORY (mapping functions).
NOISE CANCELLER	Availability of noise-cancellation functions (NONE or PROVIDED).
BIO SENSOR	Availability of biosensors (NONE or PROVIDED).
SENSOR INTERVAL	Time taken from AC start-up to sensor operation.
RADAR FUNCTION	Availability of radar devices (NONE or PROVIDED).
SCANNING INTERVAL	Radar's information-processing performance.

STATUS COMMON TO CORE PARTS

MAXIMUM WEIGHT	Core's maximum load capacity, which is a result of the combined weight of the arms and arm weapons.
VSMG RESPONSE	Probability of successful interception of enemy missiles.
VSMG RANGE	Range within which enemy missiles can be intercepted. This range extends out directly in front of the AC.
OPTION SLOTS	Number of slots available on the core for the attachment of optional parts.
OB POWER	Over Boost output.
OB ENERGY DRAIN	Energy consumption when Over Boost is engaged.

STATUS COMMON TO ARM PARTS

EXTENSION TP	Indicates availability of extension connections.
ENERGY SUPPLY	Amount of energy supplied to the equipped weapon.
ACCURACY	Performance when using a blade.
RECOIL CONTROL	Recoil control performance.

STATUS COMMON TO LEG PARTS

MAXIMUM WEIGHT	Legs maximum load capacity, which is a result of the combined weight of all other parts.
MOVING SPEED	The higher this value, the faster the AC's movement will be.
STABILITY	The higher this value, the less shock there will be when your AC is hit by enemy attack.
JUMP FUNCTION	Availability of the jump function (NONE or PROVIDED).
LANDING STABILITY	Stability when landing.
TURNING SPEED	Turning speed.
STATIONARY DRAIN	Energy consumption at standstill.
BRAKING ABILITY	Braking performance after dashing.

STATUS COMMON TO GENERATORS

ENERGY OUTPUT	Generator's total output. You cannot begin a mission if the total energy consumption of all equipped parts exceeds this value.
MAXIMUM CHARGE	Capacity of the energy gauge displayed on the left side of the screen during a mission.
REDZONE	Energy gauge's red zone capacity.
CALORIFIC VALUE	Heat generated over a certain amount of time.

STATUS COMMON TO BOOSTERS

BOOST POWER	Booster output. The higher this value, the faster your AC's rate of ascent will be.
CHARGE DRAIN	Energy gauge consumption rate. The higher this value, the more rapidly energy will be depleted.
BOOST EFFICIENCY	Length of time the booster can be used.

STATUS COMMON TO FCSs

LOCK TYPE	Indicates the lock-on type that will apply to the weapon. STANDARD: Standard. WIDE & SHALLOW: Wide-angle, short-distance, lock-on. LENGTHWAY: Good vertical plane performance. SIDEWAY: Good horizontal plane performance. NARROW & DEEP: Narrow-angle, long-distance, lock-on.
SIGHT RANGE	Range at which lock-on is possible.
SIGHT ABILITY	Lock-on performance rating.
PRECISION	Lock-on precision.
RETICLE MOBILITY	Lock-on reticle's speed of movement.

STATUS COMMON TO RADARS

RADAR RANGE	The higher this value, the wider the range of enemy detection will be.
RADAR TYPE	Radar display shape. The difference in shapes has no affect on radar performance. The three shapes are: STANDARD, CIRCLE and OCTAGON.
NOISE CANCELER	Noise-cancellation availability (NONE or PROVIDED).
BIO SENSOR	Biosensor availability (NONE or PROVIDED).
STEALTH SENSOR	Stealth sensor availability (NONE or PROVIDED).

* Radar functions already exist on some head parts. When you equip your AC with a head part pre-equipped with radar functions and then also attach a radar unit to the back of your AC, the radar on your AC's back takes precedence.

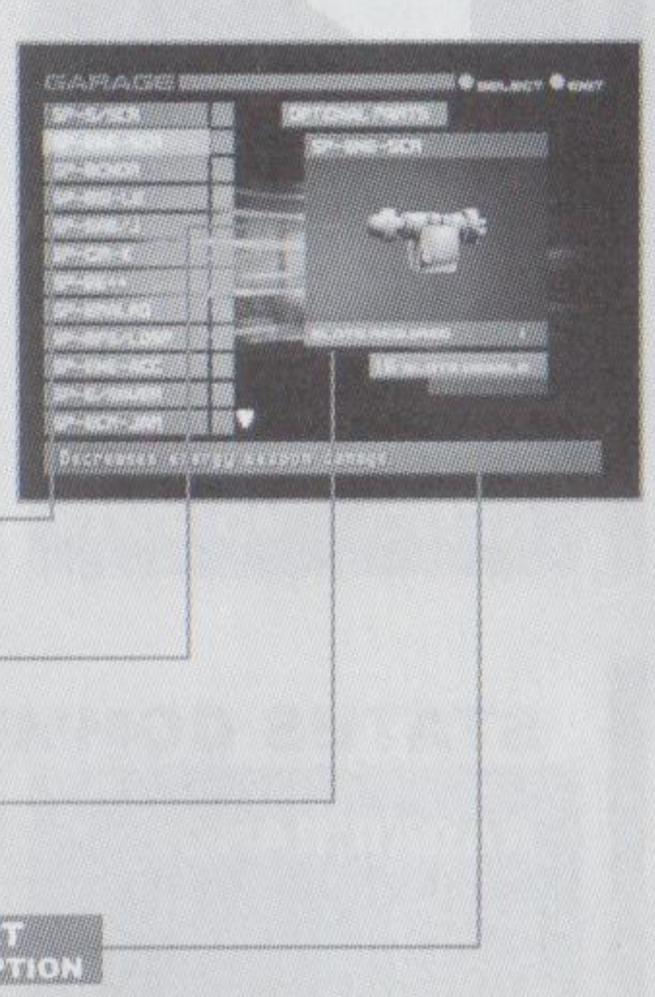
GARAGE

DEPOSITORY

Over the course of buying new parts for your AC, you may discover that there are some you rarely ever use, but also do not want to sell. These infrequently equipped parts can be placed in the depository so that they do not have to be scrolled through each time you make adjustments to your AC's configuration. To access the depository, use the ← → directional buttons to select its menu option from the main garage menu and then press the ⊗ button. Use the directional buttons again, to select a part category and press the ⊗ button to confirm the selection. A list of all parts in your possession within the selected part category will be displayed. Use the directional buttons to move through the part list and the ⊗ button to remove parts from, or place parts in the depository.
(Press the ◎ button to return to the garage menu.)

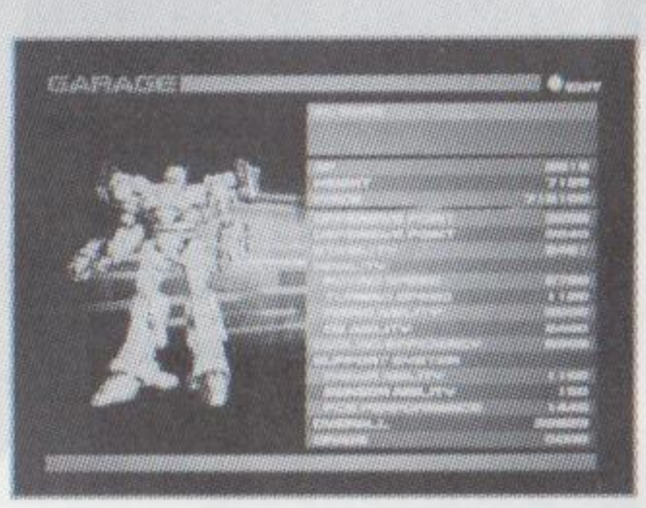
OPTIONAL PARTS

Select OPTIONAL PARTS from the main garage menu and press the ⊗ button. Using the directional buttons, select the optional part you wish to equip/remove and press the ⊗ button. If the block to the right of the part's name is lit, the part is equipped. To remove the part, press the ⊗ button again. (Press the ◎ button to return to the garage menu.) Optional parts are installed on the core. The number of available slots on the core is the only limiting factor as to how many optional parts can be added.



PERFORMANCE

The performance of the assembled AC will be displayed as a point value.
(Press the ◎ button to return to the garage menu.)

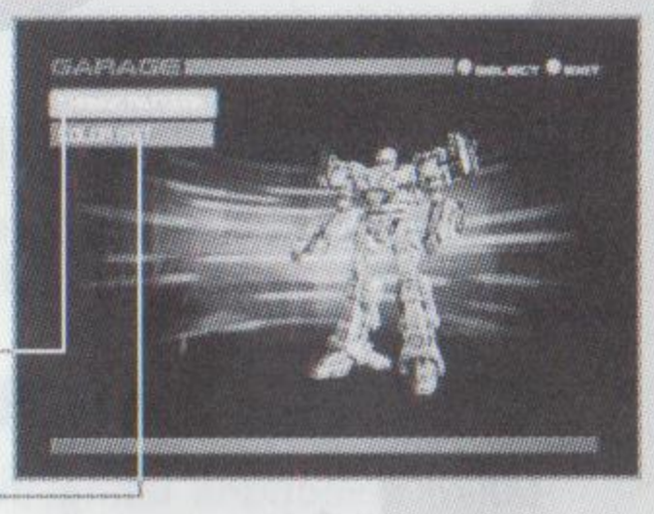


PERFORMANCE DESCRIPTIONS:

OFFENSIVE POINT	Offensive strength
COOLING EFFICIENCY	Radiator's performance
DEFENSIVE POINT	Defensive strength
SUPPORT SYSTEM	Enemy detection performance
STABILITY	Stability
RADAR ABILITY	Radar performance
MOBILITY	Mobility
SENSOR ABILITY	Sensor performance
MOVING SPEED	Moving performance
FCS PERFORMANCE	FCS performance
TURNING SPEED	Turning performance
OVERALL	Total point score
RISING ABILITY	Ascent performance
GRADE	Overall rating (five grades)
OB ABILITY	Over Boost performance

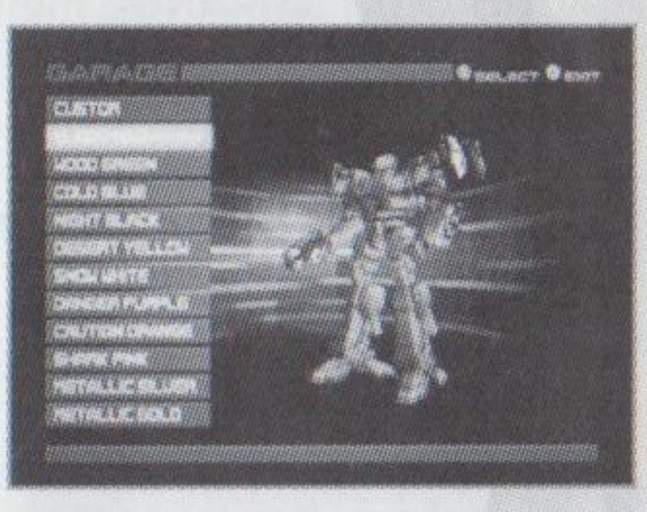
CHANGE COLOUR

From here you can make changes to the colour of your AC. Select an option using the ⬆⬇ directional buttons, and confirm your selection by pressing the ⊗ button. (Press the ◉ button to return to the garage menu.)



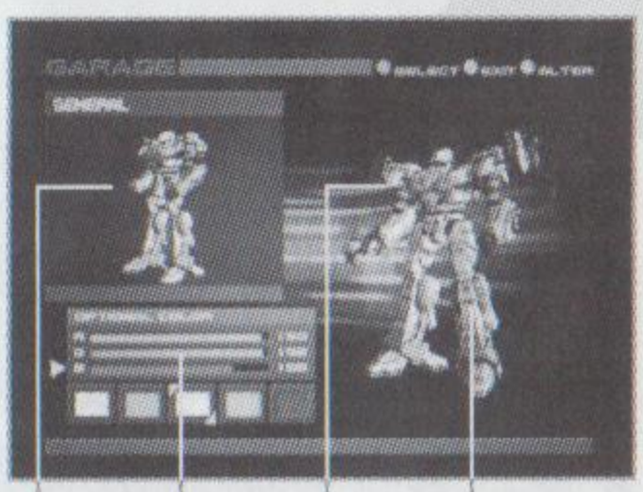
CHANGE PATTERN

Sets the colour pattern. Select a pattern using the ⬆⬇ directional buttons, and confirm your selection by pressing the ⊗ button. (Press the ◉ button to return to the previous screen.)



COLOUR EDIT

In addition to changing the colour of the entire AC, you can also specify colours for individual parts. Pressing the △ button will allow you to cycle through the following colour areas: BASE, AID, OPTIONAL, DETAIL and JOINT. Select the RGB bars using the ⬆⬇ directional buttons, and then adjust their respective values by using the ⬅ ➡ directional buttons. Press the ⊗ button to confirm the colour, or press the ◉ button to cancel the colouring and return to the CHANGE COLOUR menu.

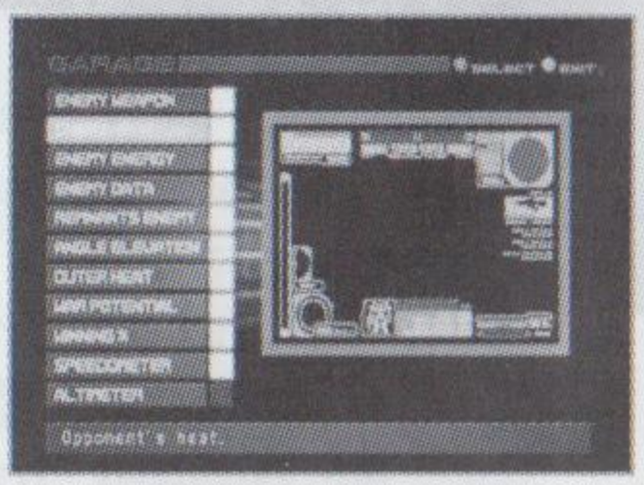


* A warning about custom colouring:

GENERAL (changing the colour of the entire AC) is based on the colour of the core. Therefore, if you select GENERAL after colouring the core, the colour of all other parts will then change to the core's set colour.

COCKPIT ARRANGE

ARMORED CORE 2 gives you the ability to set which gauges are displayed on-screen during a mission, and what colour they will be.



CHANGE COLOUR

Use this option to change the colour of the on-screen gauges. Make colour selections using the ↑↓ directional buttons and confirm your choice by pressing the ⊗ button.

CHANGE PANEL

Make selections using the ↑↓ directional buttons, and turn the on-screen display ON/OFF by pressing the ⊗ button. (Press the ◉ button to return to the COCKPIT ARRANGE menu.)

ON-SCREEN DISPLAYS THAT ARE ALWAYS SHOWN (THE FOLLOWING DISPLAYS CAN NOT BE HIDDEN FROM VIEW)

MISSION TIMER	ENERGY GAUGE	SIGHT LOCK	RADAR
COMPASS	EQUIPPED WEAPONS	AP	NORMAL MESSAGES
SYSTEM ERROR MESSAGES			

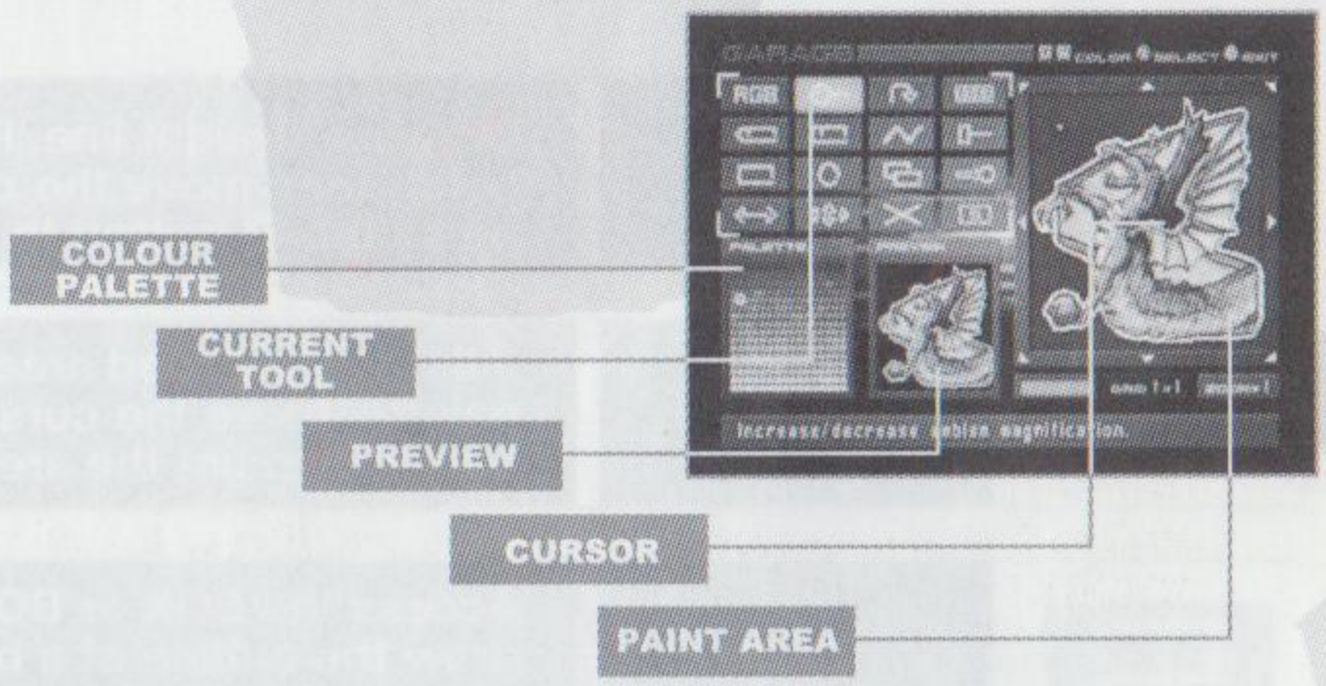
ON-SCREEN DISPLAYS THAT CAN BE SHOWN IF DESIRED

ON-SCREEN DISPLAY DESCRIPTIONS

ENEMY WEAPON (VS Only)	Displays the weapon currently equipped by your opponent's AC.
ENEMY HEAT (VS Only)	Displays the temperature of your opponent's AC.
ENEMY ENERGY (VS Only)	Displays the current energy status of your opponent's AC.
ENEMY DATA (VS Only)	Displays the current energy status of your opponent's AC.
REMNANTS ENEMY	Displays the number of opponents remaining in a mission. This is displayed as a percentage.
ANGLE ELEVATION	Displays the angle of your AC's cannon or rocket.
OUTER HEAT	Displays the OUTSIDE TEMPERATURE.
WAR POTENTIAL (VS Only)	An at-a-glance summary of the battle in progress. Top bar: Displays your attack accuracy. Middle bar: Displays ammunition expenditure. Bottom bar: Displays damage inflicted on your AC.
WINNING % (VS Only)	Displays your AC's current combat capacity as a percentage.
SPEEDOMETER	Displays your AC's current combat capacity as a percentage.
ALTIMETER	Displays your AC's current altitude.

EDIT EMBLEM

Emblems can be created or edited here and then affixed to your AC. Press the ● button to undo the most recent paint action. Press the △ button to highlight the colour* (in the colour palette) under which the cursor is currently positioned.



*The colour at the far left of the topmost column in the palette is actually transparent and you will be able to see through it when it is placed on the emblem. It flashes for contrasting purposes (on both the palette and paint area).

USB Mouse

The emblem editor is USB mouse compatible. Connect a USB mouse to the USB connector on the front of the console.

Operation Procedures

Mouse movement: Move the cursor

Left mouse button: Confirm selection

Right mouse button: Cancel selection

Mouse Wheel: Select command, or select a colour by pressing and holding the wheel (If available).

TOOL DESCRIPTIONS

RGB	RGB	Access the COLOUR EDIT or GRADATION menus. Make changes to the colours within the palette here.
	ZOOM	Magnify the paint area by two, four or eight times. Position the cursor on a spot in the paint area and press the ⊗ button to magnify that area.
	UNDO	Undo the most recent paint action.
	GRID	Increase/decrease the size of the grid on the paint area. The grid size can be changed between: 0x0 (no grid), 1x1, 4x4, and 8x8.
	PEN	Draw a line by holding down the ⊗ button while moving the cursor.
	ERASER	Erases the paint area underneath the cursor. Erase large areas by holding down the ⊗ button while moving the cursor.

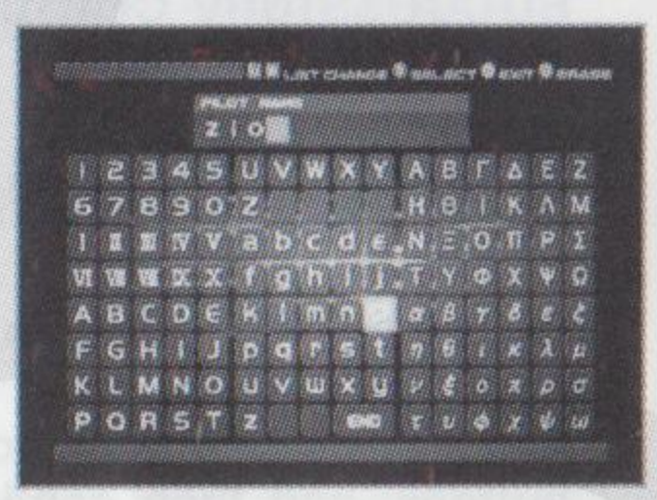
LINE	Draws a straight line. Press the ⊗ button to specify the line's starting point, then move the cursor to designate the line's ending point and press the ⊗ button to complete the line.
PAINT	Fills in an outlined area with colour. Select the desired colour from the palette, move the cursor to the location to be filled, and press the ⊗ button to paint the area.
BOX	Access the BOX or BOX FILL menu options. BOX allows you to draw the outline of a box. BOX FILL allows you to draw a box filled with the selected colour. Operation is the same as for the LINE tool.
CIRCLE	Access the CIRCLE or CIRCLE FILL menu options. CIRCLE allows you to draw the outline of a circle. CIRCLE FILL allows you to draw a circle filled with the selected colour. Operation is the same as for the LINE tool.
COPY	Copy and paste the selected area. Specify the starting point by pressing the ⊗ button, enclose the area you want to copy and then press the ⊗ button again. Move the cursor to the location where you want to paste the copy, and press the ⊗ button.
SPUIT	Use this option to select a colour from those already placed on the paint area. Place the cursor over the desired colour and press the ⊗ button.
MIRROR	Mirror the selected area horizontally or vertically. Select an area in the same way as done with the COPY option, then use the directional buttons to mirror the area. Press the ⊗ button to confirm the selection.
SCROLL	Move the image on the paint area using the directional buttons.
CLEAR	Clears ALL contents in the paint area.
SAMPLE	Load a registered emblem. Select an emblem from the sample list using the directional buttons and then press the ⊗ button to confirm the selection.

MOVING THE PAINT DISPLAY AREA

The paint display area can be moved with the directional bars on its perimeter when it has been magnified by two, four, or eight times. To do so, place the cursor on the bar/arrow indicating the desired direction and press the ⊗ button.

NAME ENTRY

Change the names of your AC/Pilot here. Highlight the desired letter/character/number by using the directional buttons and then confirm the selection by pressing the ⊗ button. Press the ◉ button to backspace. Select END to return to the NAME ENTRY menus.



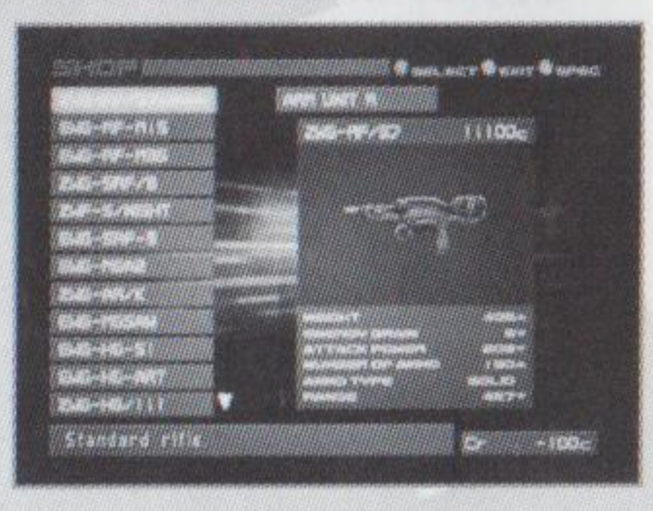
AC TEST

This feature allows you to test your AC creations. Ammunition and repair costs are not deducted from your credits when testing an AC.

To abort a test in progress, press the START button to pause the game and then press the SELECT button. A confirmation message will be displayed. Press the ⊗ button to abort the test, or the ◉ button to continue the test.

SHOP

This is where parts for your AC are bought and sold.
To purchase parts or weapons, select BUY.
To sell parts or weapons, select SELL.
Select the part/weapon you wish to buy/sell using the ⬅ ➡ directional buttons; confirm your selection by pressing the ⊗ button.



If you'd like to view more detailed information about a specific part, press the △ button. When you are ready to buy/sell a part, a confirmation window will be displayed. Using the ⬅ ➡ directional buttons, select OK if you are buying/selling, CANCEL if you are not.

Pressing the ◉ button cancels the purchase or sale.

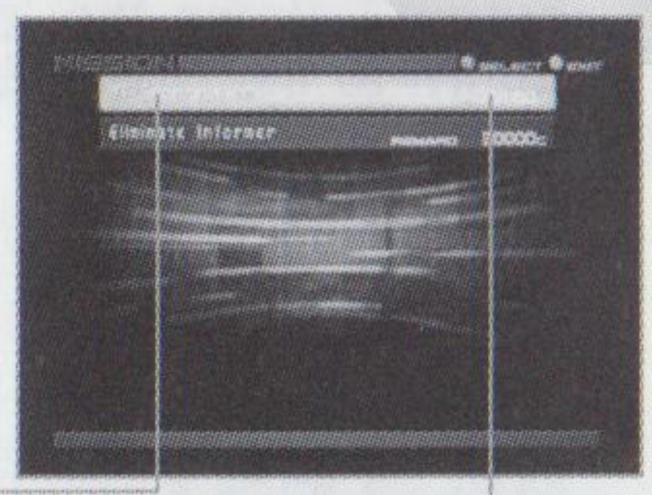
* Parts with which your AC is currently equipped can be sold. However, if your balance sheet is in the negative, you can only sell left/right arm/shoulder weapons.

MISSION

Mission requests are removed from the request list once they have been successfully completed.

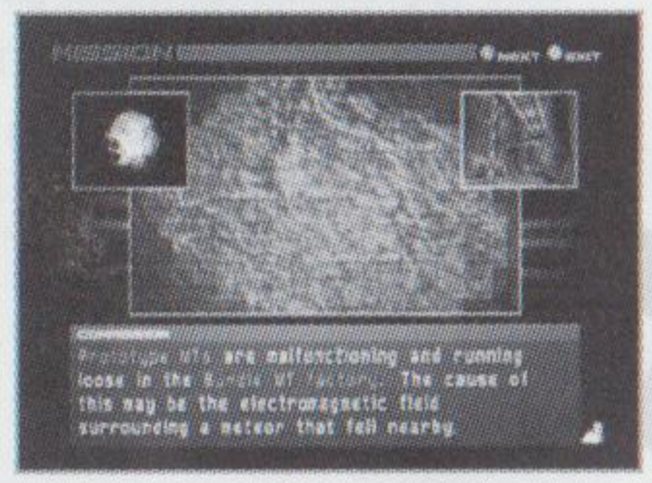
SELECTING MISSIONS

Selecting MISSION from the main menu will display a list of currently available missions and the reward for their successful completion. Make a mission selection from the list by using the ⬆⬇ directional buttons, and then confirm the selection by pressing the ⊗ button. Pressing the ◉ button returns you to the Nerves Concord.



COMMISSIONS

Once a mission is selected, the mission details will be displayed. An arrow at the bottom right-hand corner of the request indicates that the mission description is continued on the next screen. Press the ⊗ button to advance to the next screen. Press the ◉ button to return to the mission selection screen.

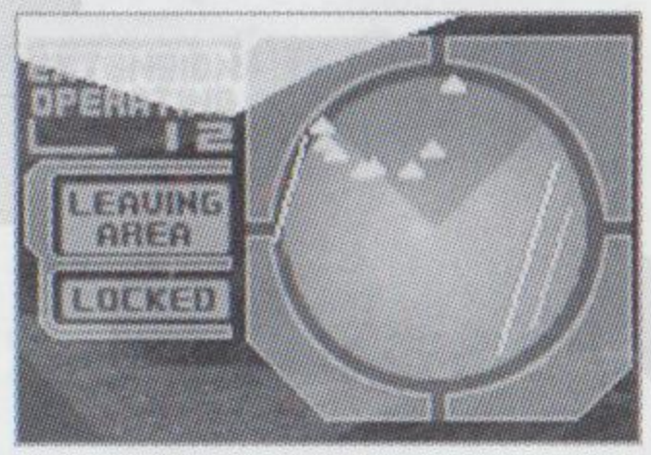


After the entire mission description has been displayed, a confirmation window will appear. Using the directional buttons, select OK to accept the contract, or CANCEL to return to the mission selection screen. Press the ⊗ button to confirm your selection.

Once a mission has been accepted, the commencement verification window will be displayed. Using the directional buttons, select OK to begin the mission, or CANCEL to return to the Nerves Concord. Press the ⊗ button to confirm your selection.

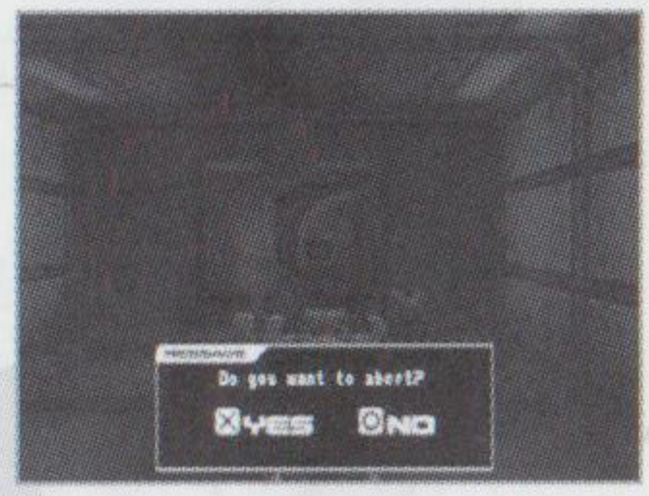
START MISSION

AREA OF OPERATIONS



Many missions have a specified area of operations, which is indicated on the radar by a set of lines.
A warning will sound when your AC crosses the yellow line. If your AC crosses the red line, the mission will be aborted and logged as a failure.

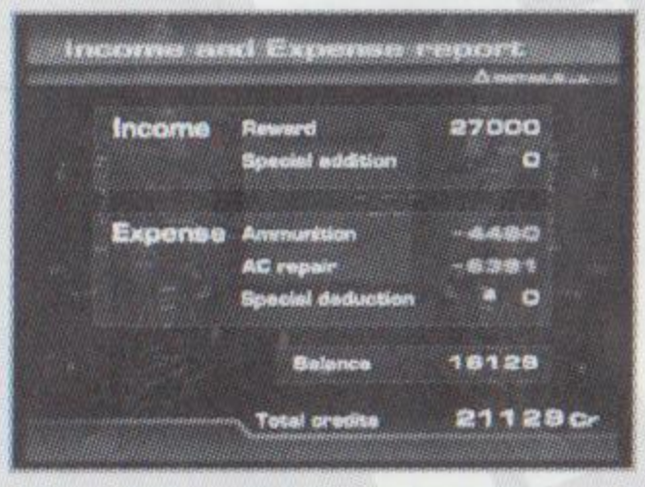
FAILING OR ABORTING A MISSION OCCURS WHEN:



* Your AC is destroyed (AP reaches 0).
* Your AC leaves the area of operations.

Missions can also be aborted in the following way: During a mission, press the START button and then the SELECT button. A confirmation message will be displayed. Press the ⊗ button to abort the mission (considered a mission failure), or press the ◉ button to return to the mission.

MISSION INCOME/EXPENSE REPORT



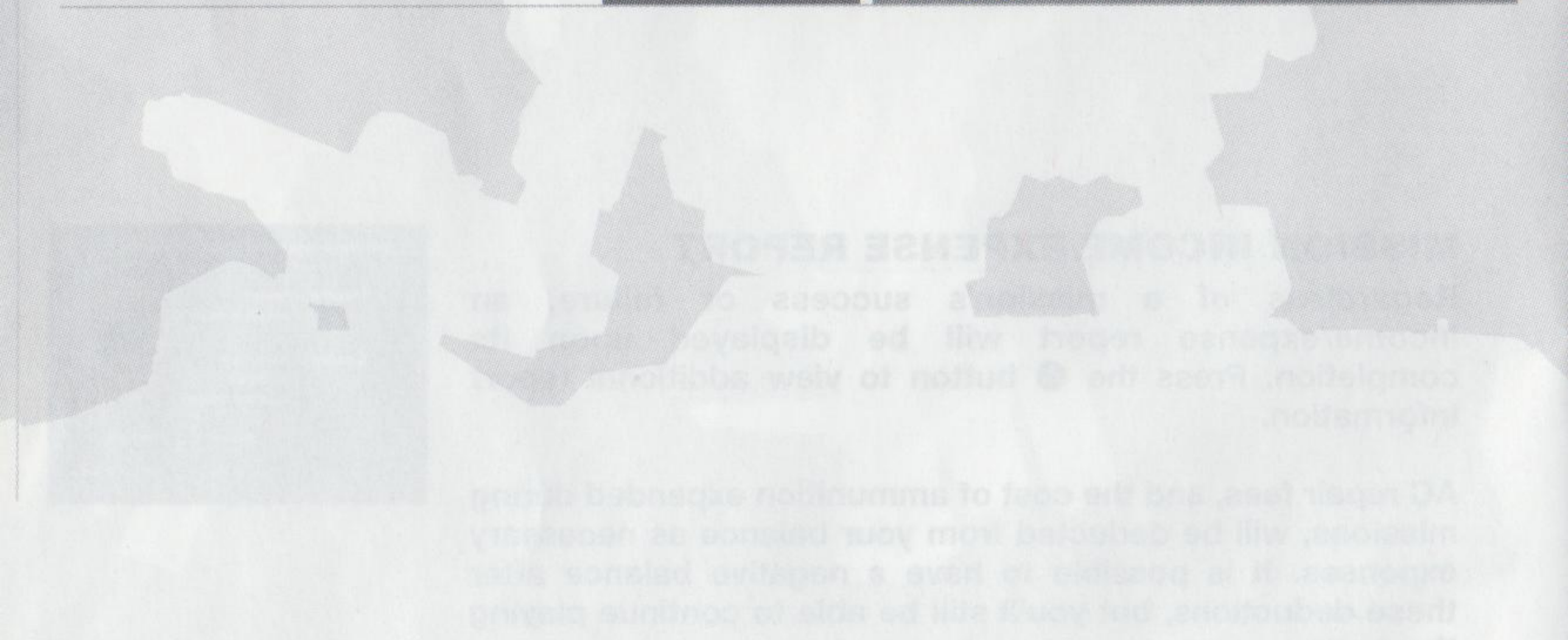
Regardless of a mission's success or failure, an income/expense report will be displayed upon its completion. Press the △ button to view additional report information.

AC repair fees, and the cost of ammunition expended during missions, will be deducted from your balance as necessary expenses. It is possible to have a negative balance after these deductions, but you'll still be able to continue playing the game.

SYSTEM ERRORS

Your AC may malfunction for various reasons during missions or combat. The AC will recover from these malfunctions after a certain length of time has passed.

[OPTIMIZING]	**OPTIMIsING AC2-62**	The accuracy of your AC's weapons will be diminished temporarily, as the system adjusts the lock-on time due to changes in weather conditions.
[RADAR ERROR]	**RADAR ERROR AC2-63**	The radar will not be able to display enemy ACs.
[FCS ERROR]	**FCS ERROR AC2-64**	Lock-ons will not be possible.
[DANGER HEAT]	**DANGER HEAT AC2-65**	Displayed when your AC is on the verge of overheating.
[OUTPUT DOWN]	**OUTPUT DOWN AC2-66**	Your AC's Armor Points will continue to be depleted as long as this message is displayed.



MAIL

Select this option from the main menu to view mail that has been sent to you during the course of the game. It is a good idea to check your mail periodically, as it can contain valuable information. Press the ◉ button to exit the mail menu and return to the Nerves Concord.

Nerves Concord
Welcome to Mars
Here you will perform various missions as a Raven registered with the Nerves Concord. We look forward to working with you.

ARENA

The Arena is where you can challenge other Ravens registered with the Nerves Concord. Win a battle in the Arena and you will be rewarded with credits or parts.

Choose an opponent from the list using the ↑↓ directional buttons and press the ⊗ button to view their profile. Pressing the ◉ button returns you to the ranking list.

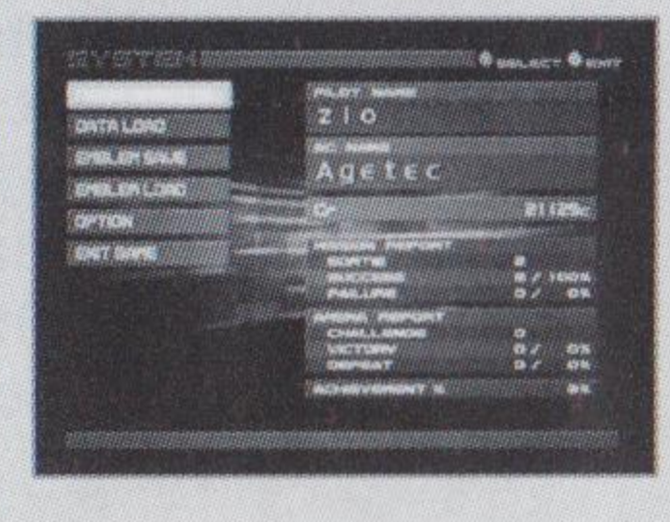
* You cannot receive credits or parts from opponents you have already defeated.

BATTLEFIELD SELECTION

Once you have decided upon an opponent, the battlefield selection screen will appear. Using the ← → directional buttons, make a selection and press the ⊗ button to confirm it.

SYSTEM

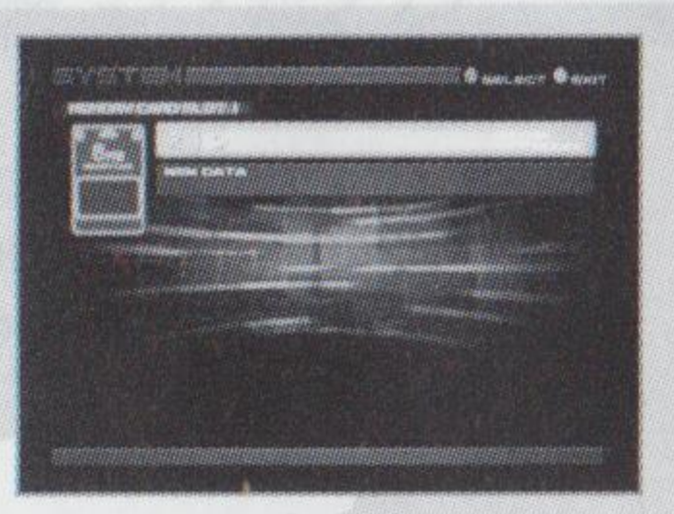
Access this menu option when you want to save/load game and emblem data, or make adjustments to the sound and button settings. Highlight the desired menu using the ⬅ ➡ directional buttons and press the ⊗ button to confirm your selection. Pressing the ◉ button returns you to the Nerves Concord.



Once you have decided to save/load game or emblem data the memory card selection screen will be displayed. Using the ⬅ ➡ directional buttons, highlight the desired memory card and press the ⊗ button to confirm the selection. Pressing the ◉ button returns you to the previous menu.

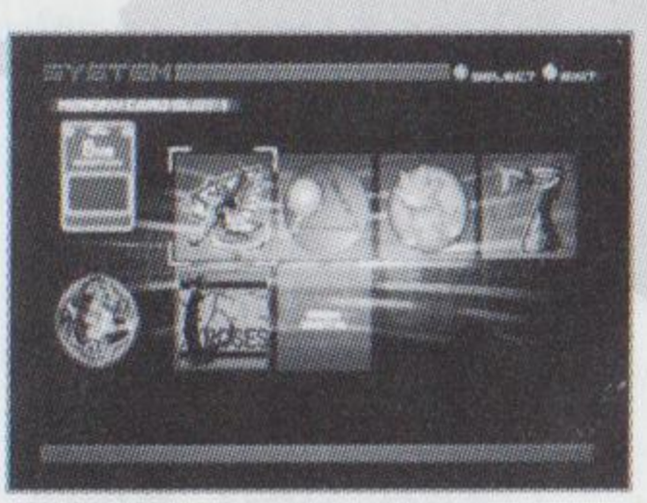
SAVING/LOADING GAME DATA

Select the data to be saved/loaded using the ⬆⬇ directional buttons and then press the ⊗ button to confirm the selection. If you want to create a new save file, select NEW DATA. At least 70KB of free space is required on the Memory Card (8MB) (for PlayStation®2) in order to save game data. If an existing file is selected, the new game data will overwrite the existing game data. (Press the ◉ button to cancel.)



SAVING/LOADING EMBLEM DATA

Using the ⬅ ➡ directional buttons, select the data you wish to save/load and press the ⊗ button to confirm the selection. At least 60KB of space (per emblem) is required on the Memory Card (8MB) (for PlayStation®2) in order to save data. If an existing emblem is selected, the new emblem data will overwrite the existing emblem data. (Press the ◉ button to cancel.)



OPTION

Highlight the desired menu option using the ↑↓ directional buttons, and press the ⊗ button to confirm the selection.

MASTER VOLUME

Adjust the game's overall volume by using the ← → directional buttons.

BGM VOLUME

Adjust the volume of the BGM (background music) played during the game using the ← → directional buttons.

TEXT MESSAGE

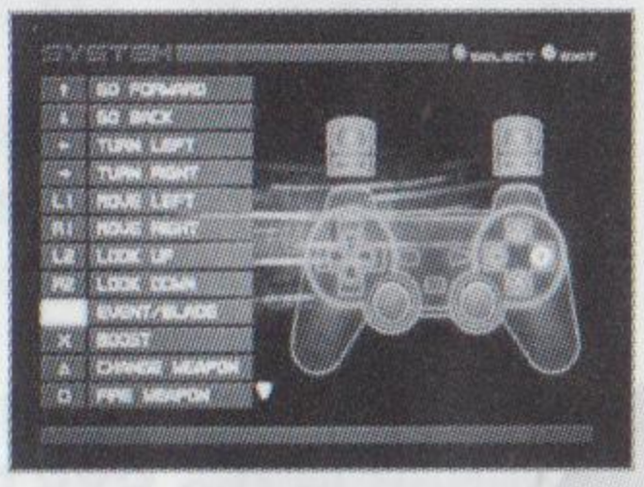
Select whether or not text messages are displayed during the game. Turn ON/OFF using the ← → directional buttons.

VIBRATION

Turn the vibration function of the analog controller (DUALSHOCK®2) ON/OFF using the ← → directional buttons.

BUTTON ASSIGN

This option allows you to customise the functions that the buttons will perform during the game. Select the button you want to change and then choose the action to be assigned to that button. Selecting DEFAULT returns the buttons and their functions to their original settings.



EXIT GAME

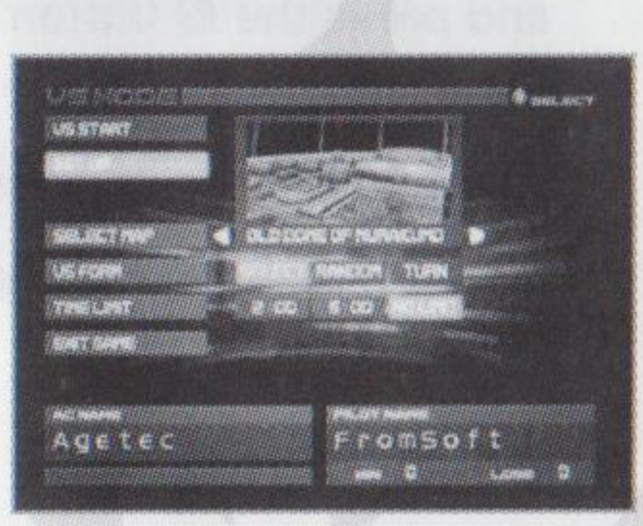
Selecting OK returns you to the title screen.
Pressing the ◉ button returns you to the previous menu.

IV. VS MODE

There are two types of VS modes.

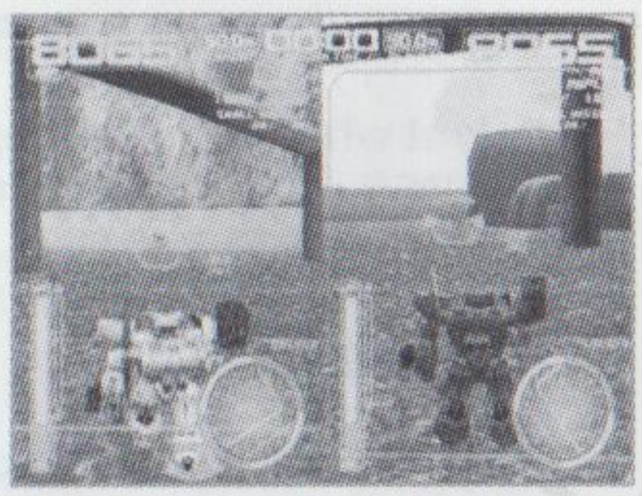
SPLIT-SCREEN VS MODE

The split-screen VS menu will be displayed. Highlight menu options using the directional buttons and confirm selections by pressing the ⊗ button.



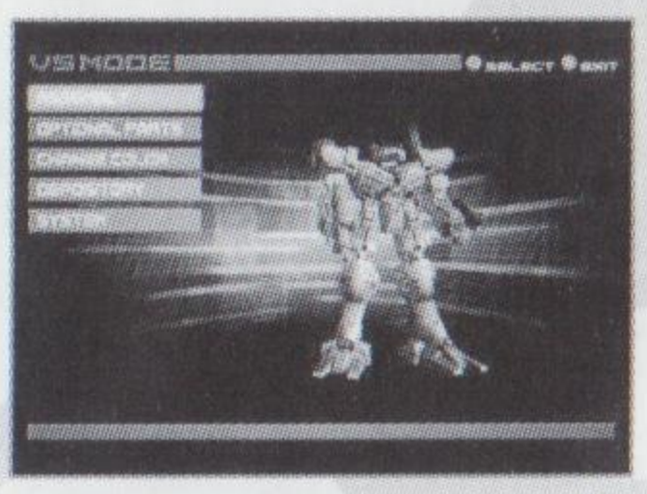
VS START

Begin a VS battle. The status of each AC is displayed on-screen. After the battle is over, you will have the option to continue. Selecting YES will begin a new battle on the same battlefield. Selecting NO returns both players to the VS menu screen.



PLAYER 1/PLAYER 2 SETUP

Setup menus (ASSEMBLY, CHANGE COLOUR, etc.) are displayed here. Highlight menu options using the ⬆⬇ directional buttons, and then press the ⊗ button to confirm selection. If you wish to use AC data saved in the SCENARIO MODE, please use the DATA LOAD option in the SYSTEM menu. If no saved data is used, the players will be issued standard ACs.



VS FORM

This option allows you to set the selection method for battlefield maps in VS mode. Select from the available options (SELECT, RANDOM, TURN) using the ⬅ ➡ directional buttons.

DISPLAYS THE LINKED VS MENU

[you must have 2 Armored Core 2 discs, and 2 PlayStation® 2 consoles connected by an i.Link cable]

Highlight menu options using the ↑↓ directional buttons, and then press the ⊗ button to confirm selection. One player should select a map and set the time limit, then select VS START to begin. The second player should then select VS START to join that game. During linked combat your opponent's AP will be displayed underneath your AC's AP. If you wish to use AC data saved in the SCENARIO MODE, please use the DATA LOAD option. If no saved data is used, the players will be issued standard AC's.

VS OPTION

VS FORM

This option allows you to set the selection method for battlefield maps in VS mode. Select from the available options (SELECT, RANDOM, TURN) using the ← → directional buttons.

TIME LIMIT

This option allows you to set the time limit for VS battles. Select from the available options (2:00, 5:00, NO LIMIT) using the ← → directional buttons.

REPLAY FUNCTION

When CONTINUE is displayed after the completion of a VS battle, you can replay the battle by pressing the START button. Press the ○ button during a replay to cancel the replay and return to the CONTINUE screen.

* In the Arena, replays begin immediately after the completion of a battle.

V. FAQ

The following is a collection of frequently asked questions by players new to the ARMORED CORE series. Use this as a guide if you are having trouble playing the game or advancing through the missions/arena.

GARAGE

I CAN'T START A MISSION! WHAT CAN I DO?

You cannot begin a mission if any of the following warning messages are displayed on the Assembly screen: EQUIPMENT INCOMPLETE, OVERWEIGHT, ARMS OVERWEIGHT, or NOT ENOUGH ENERGY. For more information on these messages and how to correct the status they indicate, please refer to Pg. 11 in this manual.

HOW CAN I AVOID CREATING AN OVERWEIGHT AC?

Basically, you need to balance the part load out of your AC. You cannot expect to equip a lightweight AC with an incredible array of heavy/powerful weaponry. Experimenting is the best way to get a feel for the limits you can go to when creating different types of ACs.

HOW DO I KNOW WHICH PARTS TO EQUIP?

If you want an AC that moves fast, the WEIGHT of all equipped parts, the MOVING SPEED of the leg parts and the BOOST POWER of the booster will have great importance. On the other hand, if you want an AC that has exceptional defensive ability, AP (armor points), DEF SHELL (defense VS shell attacks) and DEF ENERGY (defense VS energy attacks) will be critical. For weapons, the three most important factors are ATTACK POWER, NUMBER OF AMMO and RANGE. Your AC's performance can be tested using the AC TEST option in the GARAGE. It is always a good idea to test your AC creations prior to taking them into actual combat. Experiment with different AC types to find the one that best suits your style of play.

MISSION/ARENA

I CAN'T FIND OR DEFEAT THE ENEMY!

Radar is highly recommended equipment. The radar is activated when your AC is equipped with a shoulder-mounted radar, or a head part with a built in RADAR FUNCTION. Bring your opponents into view by positioning yourself so that the red triangles that represent them (on the radar) are at the top of the screen. The weapon sight will activate when an enemy is targeted within the confines of the yellow box displayed on-screen. This indicates that you are now "locked-on" to your opponent and this is obviously a good time to initiate an attack. The opponents early in the game are relatively weak and should not pose too much of a problem. Most importantly, remember to observe your opponent's movement and keep them in your sights.

I KEEP LEAVING THE AREA OF OPERATIONS!

Many missions have a set area of operations. If your AC leaves this area the mission is considered a failure. The boundaries of the area of operations are indicated on the radar by a set of double lines (one yellow, one red). A warning will sound if your AC gets too close to these boundaries, indicating that you should turn back.

WHY CAN'T I DASH OR BOOST JUMP?

Dashing will deplete the energy gauge displayed on the left-hand side of the screen. When this gauge reaches 0, your AC will not be able to use its booster or energy weapons until it has fully recharged. Keep an eye on the energy gauge at all times, and use your boosters only when necessary. Equipping a generator with a higher MAXIMUM CHARGE will increase the maximum value of the energy gauge. The amount the gauge is depleted by also depends on the booster used. If you find yourself constantly having to recharge the energy gauge, you should consider purchasing a more efficient booster. When you are out of energy and charging, but are in the middle of a fight, it will be difficult to avoid enemy attacks. A few things you can do to stay alive while waiting for the energy gauge to recharge are jump (not boost jump... most humanoid and reverse joint legs are equipped with a built-in jump function that does not use the boosters) and strafe as much as possible. Your AC will not be as agile as usual, but if you can keep moving you should be able to minimise damage.

I CAN'T FIRE ANYMORE! WHAT'S WRONG?

Most weapons used in this game have a limited amount of ammunition (NUMBER OF AMMO). A weapon cannot be used once all its ammunition has been expended. You can minimise your ammo usage by only attacking when lock-on has been achieved. Another thing to consider is shell-based weapons VS energy-based weapons. An energy weapon has an advantage in that it doesn't require the purchase of ammunition, but the trade off is that it depletes the energy gauge each time it is fired. If the energy gauge is depleted, the weapon cannot be fired again until the energy gauge has been completely recharged.

IT'S TOO HARD TO AVOID ENEMY ATTACKS!

Experiment by incorporating movements such as jumping, dashing, flying and strafing in order to avoid attacks. Until you've had some time to perfect your piloting skills, it might be better to use an AC with good defensive abilities and make your opponent's destruction top priority.

VI. CREDITS

Armored Core 2 From Software Development Team

Supervisor - Naotoshi Zin
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VII. TECHNICAL SUPPORT

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Web Site: http://www.ubisoft.co.uk/support/

Customer Service Numbers

• Australia — 1902 262 662

Calls charged at $1.65 (incl.GST) per minute.Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Österreich — 0450 99 000 500

Der Anruf unter dieser Nummer kostet max.41 Groschen/Sek.Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• Belgique/België/Belgen — 011 301 306

Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• Danmark — +45 33 26 28 20

Åben Mans-Tors 16.00-19.00.Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• Suomi — 0600 411 911

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• France — 0803 843 843

Veuillez appeler notre service clientèle à ces numéros seulement pour une assisitance technique concernant la PlayStation.

• Deutschland — 01805 766 977

Bei allen Fragen rund um die PlayStation kontakteren Sie bitte den Kundenservice.

• Greece — (00 301) 677 7701

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνικη υποστήριξη για την κονσολα PlayStation

• Ireland — (01) 405 4022

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Italia — 848 82 83 84

Chiamare i numeri dell'assistenza clienti solo per probemi tecnici riguardanti l'hardware della PlayStation.

• Malta — 344 700

• Nederland — 0495 574 817

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• New Zealand — (09) 415 2447

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Norge — 2336 6600

• Portugal — (01) 318 7450

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.

• España — 902 102 102

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• Sverige — 08-587 610 00

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• Schweiz/Suisse — 0900 55 20 55

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen.

• UK — 08705 99 88 77

Please call these Customer Service Numbers only for PlayStation Hardware Support.Calls may be recorded for training purposes.

Please call these Customer Service Numbers only for hardware support of PlayStation products.

SLES-50079

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